DISGAEA 2
Dark Hero Days
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ESRB
NIS America

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick® Duo or Memory Stick® PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

PROLOGUE

The netherworlds...
An evil world prevailing throughout
the universe.
Those with evil hearts live
by their evil instincts.
A land of confusion and chaos...
Power was held by those called Overlords
They ruled, annihilated, reconstructed, split apart and
expanded until there were millions of worlds filled
with unending chaos.
And now,
the darkness of the netherworlds will soon envelop
another world...

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Disgaea® 2: Dark Hero Days disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

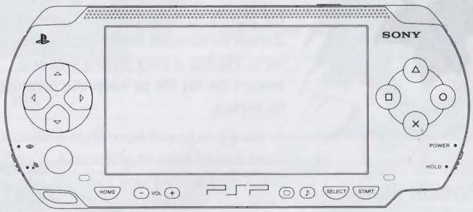
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLS

PSP® (PlayStation®Portable) system configuration



	Base Map Commands	Battle Commands
⊗ button	Confirm, Skip Dialogue	Confirm, Bring up Commands
○ button	Cancel, Jump	Cancel
△ button	Bring up Main Menu, Skip Demo	Bring up Main Menu
▣ button	Switch Page on Status Screen	With the cursor on a friendly target, hold the ▣ button and push the directional buttons to change which direction the unit is facing
directionl buttons	Character/Cursor Movement	Character/Cursor Movement
Analog stick	Character/Cursor Movement	Character/Cursor Movement
L button	Turn Map Counter-Clockwise	Turn Map Counter-Clockwise
R button	Turn Map Clockwise	Turn Map Clockwise
▣ + L button	Zoom In/ Zoom Out	Zoom In/ Zoom Out
▣ + R button	Not Used	Move Cursor to Character who has not taken Action
START button	When entering a name, Shortcut to "Confirm"	Not Used
SELECT button	When entering a name, randomly generates a name (p.15)	GeoPanel Display On/Off
HOME button	Quit Game without Saving	Quit Game without Saving

CHARACTERS

Adell — Age: 17

He stands to fight against Overlord Zenon to turn his family back to human form. He has a very strong will, and swears on his life to keep the promises he makes.

Rozalin (Rozy) — Age: 17

The daughter of Overlord Zenon. She was brought up in a private mansion and knows nothing about the outside world, and has a different way of thinking from any other human or demon.

Etna — Age: 1473

A Demon Lord who travels with her servant Prinnies to find the legendary Overlord Zenon in Veldime to obtain the title of "God of All Overlords."

Taro — Age: 11

Adell's little brother. A little boy who is a little timid, but also a little sarcastic. He admires Rozalin and eventually comes to adore her.

Hanako — Age: 9

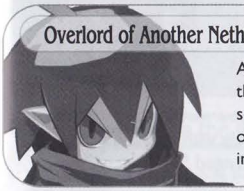
Adell and Taro's little sister. A little girl who is lively and a little precocious. She admires Adell and dreams to become a strong, sexy demon someday.

Axel — Age: 2188

Former Infamous Dark Hero. He used to be popular on TV and movies, but now he is just a host for the Traveling Channel. He thinks he is still very popular, and cannot let go of his past glory.

Tink — Age: 15

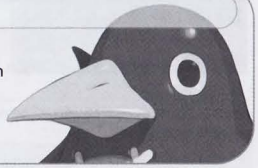
Rozalin's childhood friend and a servant of Zenon. According to him, he is a beautiful young man, but was turned into a frog-like thing. Usually he is obedient, but when he snaps, he can be very troublesome.



Overlord of Another Netherworld (Overlord Laharl) — Age: 1316

An overlord that rules a netherworld that is different from Veldime. A very selfish and egoistically "I-am-the-ruler-of-everything" kind of person. Currently in a feud with his vassal, Etna.

Prinny



Faithful(?) servants hired by Etna. Although treated horribly by a selfish master, because of their care-free personality, it seems their servant-master relationship is okay.

Fallen Angel Flonne — Age: 1512

An angel who is apprenticing to become a fallen angel in Laharl's world. A clutzy love maniac who tries to cover everything up with love. She also loves Hero Animes and Special Effect Movies.

Yukimaru — Age: 20

A kunoichi (girl ninja) who is on a secret mission. She believes that the spirit is the most important thing to a ninja, and always says "zam" at the end of her sentences.

HOW TO START THE GAME

When starting up the game, the title screen will display the game modes. If you are starting from the beginning, select "New Game." If you want to load a saved game, select "Continue" and choose your save data.

** In order to properly start up the software, it will take 20-50 seconds for the game to load. When resetting the game, use the "Quit" option on the Main Menu to omit this loading time to come back to the title screen.

SAVING AND LOADING

Please ensure there is enough free space on your Memory Stick Duo™ to save your game before commencing play. From the Base Map, like Holt Village, press the △ button to display the Main Menu and select [SAVE].

On the Save Screen, select the save data you want to save with the up and down directional buttons and decide with the ✕ button. If you wish to create new save data, you will need 576KB per save.

On the title screen, select "Continue" to load a previously saved game and resume gameplay.

** Overwriting save data will result in the loss of the overwritten data.

BEGINNER

BASE MAP ACTIONS

In the Base Map, such as Holt Village, you can control the main character Adell and talk to the residents and do some shopping.

Character Controls on the Base Map

Analog stick / Directional buttons	: You can move the main character, Adell.
○ button	: Adell will jump.
✕ button	: Walk up to a resident and push the ✕ button to start a conversation with them.
L button / R button	: Change the camera angle.
▣ + L button	: Zoom the camera in and out.

Commands on the Base Map

Press the △ button on the Base Map to display the main command menu, as follows.

Item	Check and organize your items by choosing where to place it (Item Bag/ Warehouse).
Equip	Check or change equipment on you characters.
Status	Check the status of your characters.
Arrange	Arrange your characters "Manually" "by level" "human type priority" or "monster type priority".
Help	Find out about basic fighting knowledge, mostly on combat.
Setting	You can switch the cursor mode, or change the gameplay environment. (p.14)
Quit	This will reset the software and return you to the title menu. If your game is not saved, it will reset without saving, so be aware.
Save	Save your game progress. (p.6)
HL	Displays the current amount of money (hell) you have.

** There are 24 slots in the Item Bag, and 512 slots in the Warehouse for items.

Shopping

On the Base Map, you can talk to the weapon merchant, armor merchant, and general merchant to do your shopping. In order to buy items, you will need [Hell (Money)]. When buying equipment, you can try them on before you buy. Compare it with your current equipment to make things easy.

Weapon Merchant	: Mainly sells items that will increase attack powers. Also sells staves for magician type characters.
Armor Merchant	: Mainly sells items that will increase defense powers. If approved by the Dark Assembly, you may be able to buy accessories such as glasses (increase accuracy).
General Merchant	: Mainly sells healing items for use during battle.

Product Rank	The product quality sold by the merchants differ by Product Rank. If the Product Rank increases, the price will increase, but so will the strength and quality of the product. Changing the Product Rank can be done with the Assembly by suggesting "I want more expensive stuff" or "I want more cheap stuff" (You need to have them pass it).
Customer Rank	By continuing to shop, you can increase the Customer Rank. The Product Rank mentioned above can be increased up to the Customer Rank.

Netherworld Hospital

By paying Hell (Money), you can recover lost HP and SP.
If you use it often, they will begin to offer you free gifts. Select the item you want and press the ⊗ button to receive your free gift.

Dimension Guide

When you want to get out of the base map to travel to the area maps, talk to the Dimension Guide.
Also, if you want to skip the event conversation, press the △ Button when you select the area map.

Post Officer

When the player (you) commits a crime, the Dark Court will send a subpoena to the Post Officer. Accept the subpoena and go to the Item World. When you go to Court in the Item World of that subpoena, you will receive a felony in your honor.
Receiving a felony is a medal of honor for demons. There are many crimes such as "Too many murders" or "Pitching Prinnies." Keep commiting crimes to build your reputation.

Item World Guide

All items have a world called the "Item World" within them. The Item World Guide will navigate you to this Item World.

Item World Guide Menu	
Go to Item World	Select an item in your inventory and go into its Item World.
Move Residents	Moves the Innocents you have submitted to another item.
Combine Residents	Combines the Innocents with the same jobs.

■ Objective of going to the Item World

The number one reason of going to the Item World is to make the item more powerful. Items also have levels, and for each stage in the Item World you clear, the item will gain 1 level. You can only go back to the base map after clearing 10 levels. But there is an item called a "Mr. GencyExit" which will allow you to escape from the Item World.

■ Notorius

There are residents in the Item World as well. Most are called "Notorius" and are evil residents, so get rid of as many as you can.

■ Innocent

In contrast to the evil residents Notorius, the good residents are called "Innocent." They are labeled in the item's status as "Gladiator" or "Sentry". This means that somewhere in the Item World, there is an Innocent that will raise the "ATK (attack)" and "DEF (defense)" of your item. Normally, they are only there to slightly make the item better, but by going to the Item World and defeating them, they will work harder to make that item even better.

■ Caution when Entering the Item World

We recommend that you save before entering the Item World. Also, if you want to enter the weapon or accessory you have equipped, you will need to take it off. (Since you are entering that item's world, you will not be able to take it in with you.)

BEGINNER

TO BATTLE!

Talk to the Dimension Guide and select the Area Map to enter battle. Here, the basic controls for the battle map are explained.

How to send your allies out to fight

By moving the cursor to the Base Panel and pressing the ⊗ button, you will be able to see a list of all your characters. If you press the △ button now, you can rearrange your characters.

Select the character you want to fight with by moving the cursor to that character and pressing the ⊗ button. This will show that character on the battle map. If you make a mistake and send out the wrong character, just go to him/her and press the ○ button to bring him/her back into the base panel.

About the Battle Commands

Here, the commands (to your friendly characters) used in battle are explained. To send a command to your character, set the cursor on that character on the battle map and press the ⊗ button.
The following commands will be displayed, so tell them what you want them to do.

■ Move

Move freely within your character's movement range.

■ Attack

This will make the character do his/her normal attack. Selecting this command will not immediately make him/her attack. To excecute the command, bring up the menu with the △ Button and select "Execute" or "End Turn."
The "Execute" command will make all characters who have been commanded actions to take those actions.
The "End Turn" command will make all characters who have been commanded actions to take those actions, and then move on to the enemy's turn.

■ Special

This will make the character use his/her special move that he/she has learned. There are 3 types of special moves:

- The character's unique special moves.
- A special move learned from the weapon that is being used.
- Magic spells that most magic caster characters learn to use.

Using the Special Move will use up SP (skill power).

■ Defend

For that turn only, defense is increased. But the chance to counter attack will decrease.

■ Lift / Throw

You can lift friendly and enemy characters who you are standing next to. Select the "Throw" command while lifting a character to decide which direction and how far you want to throw them. "Lift" and "Throw" is a single move, so you can do this in the same turn. Also, if you end your turn while lifting up an enemy, you will take damage from his weight, so be careful. (Lifting a friendly character will not cause damage).

** Monster type characters such as the Prinny cannot use these commands. (But they can be lifted and thrown)

** Prinnies will explode when thrown, so be careful.

■ Item

You can use items stored in the Item Bag. Use recovery items that can heal your HP (health) and SP (magic), or use the "Mr. Gency Exit" to escape from an Item World.

■ Ascend (*Only useable on stages with the Dark Sun)

You will charge into the Dark Sun and challenge it to a fight. If the character that challenges the Dark Sun wins, the effects of the Dark Sun will stop. But they will not be able to return to the battle map so be careful. The enemy may also ascend to the sun, but they do not fight the sun. Instead, they allow level ups for the remaining enemies that are still on the map.

■ Equipment

Changes the equipment on your characters. You can switch weapons and accessories with what you have in the Item Bag. You cannot switch weapons and accessories that are in the Warehouse, so prepare accordingly.

■ Status

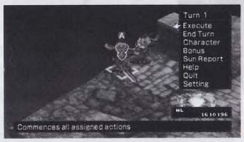
Check the status of your characters.

** In 1 turn, each character can only "Move" once, and "Attack" "Special" "Defend" "Lift/Throw" "Ascend" "Item" or "Equip" once. (You can "Lift" and "Throw" right after the other in one turn)

** You can check the Status and items in the Item Bag as many times as you want.

Battle Menu

■ Execute



All characters that have been commanded an action will take those actions. They will go in the order they were commanded.

■ End Turn

After all the characters that have been commanded an action take those actions, your turn will end and will switch over to the enemy's turn.

■ Character

All characters (friend and enemy) who are on the area map will be listed by name. By selecting the character on the list, the camera and cursor will move to that character.

■ Bonus

Displays the bonus you will get from clearing the area map. The Bonus List corresponds to the Bonus Gauge at the upper right of the screen. If the Bonus Gauge fills to 1, you will get the bonus listed as 1 on the Bonus List. The Bonus Gauge will fill when you attack an enemy.

■ Help

You can see the explanations on the basics of battle. If you're a beginner, you should read this once.

■ Quit

This will reset the software and return you to the title screen.
If you did not save, game progress will be lost and reset, so be careful.

■ Settings

You can select different settings. Using the directional buttons, press up/down to select the setting you want to change, and press left/right to change the settings. The ◉ button will end the Setting options.

Cursor Mode	When using the directional buttons on the area map, this option will change the moving direction of the cursor. Cursor Mode A will move the cursor to the far left, Cursor Mode B will move the cursor to the far right.
Ally Effect Display On/Off	Turning this option Off will shorten the fighting moves of friendly characters.
Enemy Effect Display On/Off	Turning this option Off will shorten the fighting moves of enemy characters.
Geo Effect Display	Select between Normal and Quick for the Geo Effect.
Battle Move Speed	You can make the character's movement speed in battle [Normal], [Fast] or [Fastest].
Message Speed	You can make the message speed in battle [Normal], [Fast] or [Fastest].
BGM Volume	Adjusts the background music volume level.
Demo Voice Volume	Adjusts the character voice volume in the demo (conversation).
Sound Effects	You can customize the volume of SE.

BEGINNER GET AN APPRENTICE! (MAKING CHARACTERS)

This is an explanation of how to create helpful apprentices for battles.

STEP 1

First, talk to the Dark Secretary and enter the Dark Assembly.

STEP 2

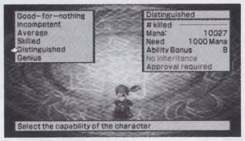
Select the character you want to use to gather the Assembly and then select the agenda "Make a New Character." Making a new character means that the character who gathered the assembly will become a master, and is going to receive a new apprentice.

STEP 3

Select the apprentice's "Class" ("Job").

STEP 4

Select the apprentice's "Potential." "Distinguished" and "Genius" will need to be approved by the Assembly. Potentials that do not need to be approved by the Assembly will only require mana. The higher the potential, the more bonus points you can distribute to their stats.



STEP 5

Enter the apprentice's name.
If you want a random name, press the SELECT Button. It will automatically enter a name for you. If you do not like that name, press SELECT until you get one that you like. When you decide on a name, select "Done."

STEP 6

Distribute the bonus points for the apprentice's skill potential. You can spread the points around the skills until the bonus is 0.
If you have more than 10 bonus points, by pressing the ◉ button, you can distribute the bonus points 10 points at a time.
You can strengthen the characteristic that the class excels in, or you can reinforce the weakness of the class.

** In the case of "Good-for-nothing," the bonus is negative so you must adjust the negative to 0, which means that you have to lower the base stats.)

STEP 7

Final Check.
Selecting the ⊗ button here will confirm your character creation, and will create your new apprentice.

Juliet / Blue Mage
Juliet has been created
Good at conserving SP and range attack. Uses less SP for skills
: Done
: Switch
Unit help

** There is a special relationship between the master and apprentice called "Extra Gain." See p.20 for details.

INTERMEDIATE

HOW TO READ THE STATUS SCREEN

❶	LV	The character's level.
❷	HP	Health Points (You can no longer fight when you reach 0)
	SP	Skill Points (Magical powers that will be used up when you use "Special Moves")
❸	ATK	Attack
	DEF	Defense
	INT	Intelligence (Affects the intensity of magic type skills)
	RES	Resistance (Affects resistance to magic type skills)
	HIT	Accuracy of Hits
	SPD	Speed (Affects how often you can dodge)
❹	COUNTER	Number of Counter Attacks
	MV	Movement range (How many units you can move)
	JW	Character's Jump ability (How many units you can jump up).
	TW	Range in which you can throw
	Fire	Resistance against fire type magic *
	Wind	Resistance against wind type magic *
	Water	Resistance against water type magic *
❺	EXP	Current experience points
	NEXT	The amount of experience points needed for next level up
	Mana	Energy for using the Dark Assembly (p.26)
❻	Weapon Mastery	Character's proficiency with weapon

* The standard value for resistance is 0. If the value is positive, there is resistance to the magic type, and will reduce damage caused.
* If the value is negative, greater damage will be caused by the magic type.

Level Up

Characters will level up by gaining experience from fighting battles and defeating the enemy.
When the character levels up, each stat will go up. Sometimes, a character may learn a new unique Special Move.

Conditions for Winning

Defeating all enemies on the area map is considered clearing the map.
You can clear the map without defeating neutral characters.
(Status displayed in blue are friendly characters, red are enemy characters, and yellow are netural characters.)

Game Over

When your characters out on the battle map (max 10) are all defeated and are unable to fight, it is Game Over.
You will be returned to the title screen, and will have to continue from your last save.

INTERMEDIATE

ABNORMAL STATUS EFFECT

Poison	HP will decrease each turn. *1
Sleep	You cannot do anything for a period of time. *2
Paralyze	You cannot move. *3
Amnesia	You cannot use Special Moves.
Deprave	You will not be able to gain experience, and each stat will go down 20%.

All status effects can be healed with the item "Fairy Powder" or the magic "Espoir" or when a certain amount of battle turns have past.

*1. HP will decrease by 20% and will reduce damage caused.

*2. While in Sleep status, enemy attacks will always be criticals. You will also wake up from Sleep when attacked.

*3. You cannot move, and SPD (speed) will become 1.

What is Weapon Mastery?

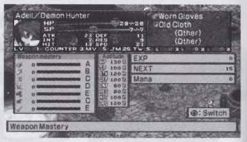
There are 7 types of weapons that humanoid characters can equip. Their proficiency for each weapon is called "Weapon Mastery." For example, weapon mastery of swords increases by using sword-type weapons. At certain levels, you learn Special Moves that are specific to that weapon type.

Also, each character is good with different weapons. The Status Screen displays how compatible they are with weapons, ranking them from S to E. They are most compatible with S ranked weapons, then A, B, and so on. The higher the rank, the faster they gain Weapon Mastery, and the faster they'll gain levels. For weapons other than the staff, there are bonuses that allow for weapon skill improvement according to the Weapon Mastery level. For beginners, it's best to use more compatible weapons for a long time.

Fist	A weapon for hand-to-hand combat. It gives a better chance to team attack, and increases counter-attacks. Uses ATK and SPD. Specials move enemies.
Sword	A standard weapon. Has many useful Specials.
Spear	Reaches 2 squares for normal attacks. Gives a high chance to guard frontal attacks.
Bow	Allows ranged attacks. Uses ATK and HIT. Chance of making enemies drop treasure chests.
Gun	Has the longest range. Uses HIT.
Axe	The most powerful weapon, but has low accuracy. May lower enemy's DEF. High critical rate.
Staff	Has no Specials, but increases the range of magic.

Monster Exclusive Weapons	Weapons that only monster type characters can equip. There is no weapon mastery.

If the weapon mastery displays a "-", it means the character is a monster-type. Monster-type characters can only equip Monster Exclusive Weapons.



Here, we will introduce short cut techniques to winning battles.

Attack Direction

When attacking an enemy, you can apply greater damage by attacking from the side rather than the front, the back rather than the side. (The attacking direction also affects your accuracy of hitting the enemy.) This is basic knowledge to efficiently cause damage to your enemy. It's a good thing to remember this.

Team Attacks

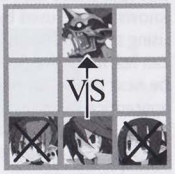
When attacking an enemy, there is a chance for the attacker to team up with an ally who is standing in front, back, or next to him/her.

■ Special Move

- The attacking character selects the "Attack" command. ("Special Move" will not cause a Team Attack)
- The attacking character is next to the enemy.
- The attacking character is next to a friend.

Adell and the enemy are next to each other, and Adell is next to one or more friends, so a Team Attack can happen.

A friend is not next to Adell so a Team Attack will not happen.



Adell and the enemy are not next to each other, so a Team Attack will not happen. (Such as when using a spear, bow, or gun)

* Enemies can also use Team Attack.

Combo

Attacking the same enemy consecutively is called a "Combo."
Specific examples may include:

① Register 4 characters to consecutively attack 1 enemy target.
② "Execute" will command the attacks to be executed.
③ The 4 characters will attack in a series, and a three chain combo will be formed. (The first attack does not count)

The more combos there are, the greater the damage becomes. The bonus gauge can also be filled more efficiently. The important thing about combos is that you must consecutively attack the same enemy target or else the combo will not happen. If you attack a different target, or do something else such as heal, the combo will end, so be careful.

Extra Gain

By using the Assembly and making apprentices, a master-apprentice relationship forms between the apprentice and the character who created him/her. The chance of forming team attacks of master and apprentice is much higher than normal. The master will gain bonus points in each stat as the apprentice levels up. In battle, when a master and apprentice are next to each other, magic spells that the apprentice knows can be used by the master even with level 0 in that skill. By using this and leveling the proficiency to more than level 1, the master can learn that magic spell. (Once learned, the master does not have to be next to the apprentice to be able to use that skill.) This master-apprentice relationship is summed up and called "Extra Gain."

■ Status UP

The apprentice levels up → The master (Adell) gets bonus stats!

■ Use the Apprentice's Magic UP

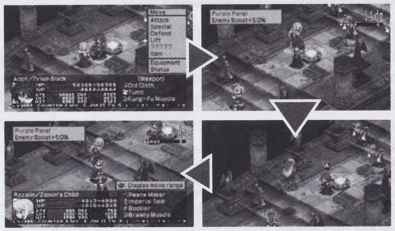
The master (Adell) will be able to use the apprentice's (Aileen's) magic.

Techinque of Throwing

There are many uses of "Throw."
There are basic uses such as tossing your friends farther away so that they can run away, or tossing the enemy farther away and pushing them away from you. You can lift up many characters and repeat throwing in order to gain more distance, or lift characters to evade an attack, or come up with different ways with your own ideas.

Throw n Catch

Here is an introduction to an application of the "Throw" techinique.
If there is a friendly character where you are about to throw to, the receiving character can catch the thrown character and come into the lift position.



You can throw the characters in the towered state to another tower of friendly characters, and they can catch them too. But if the receiving character (or top of the tower) is a monster type character, they cannot catch.

** If you throw a Prinny, you cannot catch them, and it will explode.

** If you throw an enemy into another enemy, they will combine and become stronger (You cannot throw at a boss).

Remain in a Spot and Attack

If you keep attacking from the same place without moving, the attack power will increase each turn that goes by. Once you move, this effect will reset. But if the character doesn't use the "Move" command and lets another character throw him/her, the effect will not reset. There are many other factors that exists. Try them out and find your own tactics of fighting.

MAKE USE OF THE DARK ASSEMBLY!

Here we will introduce one of the important facilities, the Dark Assembly.

What is the Dark Assembly?

This is the place where you can suggest different bills such as getting an apprentice (making a character) or requests for the shops' product line. If it is a simple topic, the Assembly does not need to approve it, but if it is important, you will need the approval of the Dark Assembly.

What is Mana?

"Mana" is the energy required to make use of the Assembly. You can gain Mana by defeating enemies. Therefore, characters who have not defeated any enemies cannot use the Assembly. Also, the more important the bill, the more Mana it will require.

Suggesting Bills (Requests) to the Assembly

When certain requirements are met, the choices of topics to suggest to the Assembly increase.
Bills that need approval from the Assembly will be decided by votes by the Senators of the Assembly. In the Dark Assembly, one senator does not equal one vote. The votes are influenced by the impact of the senator's voice, so even if you have more than half the Assembly in your favor, it does not necessarily mean that it will be approved. To start the voting process, bring up the menu with the ◉ button and select "Begin Vote."
If you don't think you can win, it may be wise to "Return to Base Map." (The Mana used to gather the Assembly will not be returned)

■ Decision Making Method

If the accepting vote is at least one point more than the objecting vote, the bill is approved.

Differences in Power of Voice by Faction

Ghost Party Senator	Weak Voice	Often they are asleep, they may not vote at all.
PetitOrc Party Senator	Weak Voice	They love girls. (Female characters have an advantage)
White Dragon Party Senator	Normal Voice	Being clean perfectionists, they will never allow cheating.
Mothman Party Senator	Normal Voice	They love monsters. (Monster type characters have an advantage)
Wood Golem Party Senator	Strong Voice	They hate the Baciel Party and are always against them.
Baciel Party Senator	Strong Voice	They are drunk, and may make mistakes on the vote.

Strong Voice = 50 points Normal Voice = 30 points Weak Voice = 10 points

** The parties with the same power of voice are on opposing factions.

Manuevering Behind Scenes

■ Bribes

You can manipulate the senator's impressions by giving them items from your Item Bag (bribes). If the faction with a strong voice is showing that they do not approve, lure them in with bribes. The bribe will affect all members of that party. You must also remember that at the same time, the opposing faction will be affected in the other way.

■ Cellphone

There is a chance that you might get a cellphone with the phone numbers of each faction. When you use this cellphone, you can prearrange for that faction to approve you on your next bill. If there is a bill you must get approved, it is probably very useful.

A Legendary Senator!?

It is said that some legendary senators do exist. They are legendary, so it is quite rare for them to appear. It is rumored that they cause massive trouble in assemblies they attend.

INTERMEDIATE

MASTER THE GEO EFFECT!

Here we will explain an important factor during battle, called the Geo Effect. The Geo Effect is the general term for the factors below.

What is the Geo Panel?

A colored panel on the map is a Geo Panel. Standing on it will make the character receive the corresponding Geo Effect. The effect is decided by the Geo Symbol on the same color panel, and has no effect if there is no Geo Symbol.

What is the Geo Symbol?

The Geo Symbol is the source of the effect of the Geo Panels, and can only be eliminated by destroying them or Lifting/Throwing. But Geo Symbols consist of not only bad effects, but some that can be used to your advantage.

Examples of Geo Symbol Effects

Attack power +50%	Characters (friend and enemy) on Geo Panels with this effect get a 50% increase in their attack power.
Number of Attacks +X times	Characters (friend and enemy) on Geo Panels with this effect get X more attacks.
Warp	Characters on Geo Panels with this effect will warp after each turn.
Clone	One character on Geo Panels with this effect will be copied.
Invincible	Characters on Geo Panels with this effect will be invincible to all attacks.

** There are many more funky cool Geo Panels with many different effects.

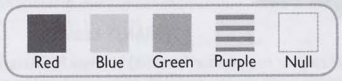
Color Change

Most Geo Symbols have an effect called "Color Change." This effect occurs when the Geo Symbol is destroyed. For example, when you destroy a "Change Red" Geo Symbol, all panels of the same color as the Geo Symbol's panel will turn red unless the panel is already red. When this happens, all characters (both friend and enemy) on those panels will take damage when the color changes. There are also Geo Symbols with the "Null" effect. When destroyed, all panels of the same color as the Geo Symbol's panel will be nullified, and disappear. If you destroy all colored panels on the map, you will gain a "Panel Termination Bonus".

Techniques for Color Chains & Panel Termination

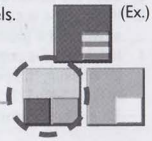
By placing the "Color Change" panels in the proper places, you can create a color chain.

[Destroy a Color Change Geo Symbol] → [Change the Geo Panel colors with that effect] → [Using the effect, destroy another Color Change Geo Symbol].



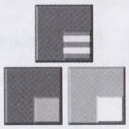
① Place the Geo Symbols on different color Geo Panels.

(Ex.)

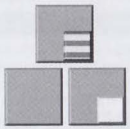


■ **How to look at the Panel:**
For example, in the lower left, a "Change Red" and "Change Green" Geo Symbol are both on a blue Geo Panel.

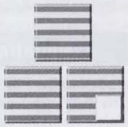
② Destroy the Change Red Geo Symbol in the lower left. A shock wave will occur changing the Blue Geo Panels to Red Geo Panels.



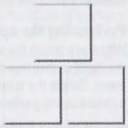
③ The change from [Blue > Red Geo Panel] will cause the "Change Green" Geo Symbol to be destroyed. (First chain)
The shockwave from destroying the "Change Green" Geo Symbol will turn all the Red Geo Panels into Green Geo Panels.



④ The change from [Red > Green Geo Panel] will cause the "Change Purple" Geo Symbol to be destroyed. (Second Chain)
The shockwave from destroying the "Change Purple" Geo Symbol will now turn all the Green Geo Panels into Purple Geo Panels.



⑤ The change from [Green > Purple Geo Panel] will cause the "Null" Geo Symbol to be destroyed. (Third Chain)



As a result, the Purple Geo Panel will be nullified, and all the Geo Panels on the map will disappear. This is "Panel Termination."
When "Panel Termination" occurs, a huge explosion will occur and all enemy characters on the map will receive damage.

** Sometimes, there are little fairies (Geo Monsters) hiding under Geo Symbols. They change the placement of the Geo Symbols on their own, so it might make things difficult…

** Wisemen (Geomancers) are experts on Geo Effects. Especially in the Item World, they have a Special Move called "Geo Change" which can reset the placement of the Geo Symbols, or can destroy any strong Geo Symbol with just one hit. They also are not affected by the damage that is caused when Color Change shockwaves occur.

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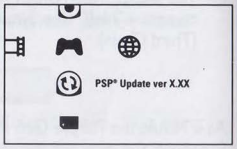
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

Avant de commencer, lisez avec attention cette section ci-dessous et la section Précautions du manuel de votre système PSP® (Playstation®Portable) Conservez le manuel de votre système et de ce jeu pour de futures références.

⚠Avertissement sur la photosensibilité et l'épilepsie

Un certain nombre de personnes sont susceptibles de faire des crises d'épilepsie ou des syncopes lorsqu'elles sont exposées à diverses stimulations lumineuses. Certaines personnes s'exposent à ces crises lorsqu'elles regardent la télévision ou jouent à certains jeux vidéo. Même si vous n'avez jamais été sujet à des crises d'épilepsie, vous pouvez être épileptique sans le savoir. Si vous ou quelqu'un de votre famille est épileptique, consultez votre médecin avant de jouer à un jeu vidéo, ou immédiatement si vous ou votre enfant présentez l'un des symptômes suivants lorsque vous jouez:

- vertige
- troubles de la vision
- contraction musculaire
- mouvement involontaire
- troubles de l'orientation
- crises
- perte momentanée de conscience ou convulsion

Vous pourrez continuer à jouer seulement après avoir reçu l'autorisation de votre médecin.

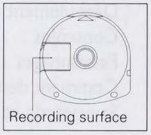
Précaution à prendre dans tous les cas pour l'utilisation d'un jeu vidéo.
- Assurez-vous que vous jouez dans une pièce bien éclairée et à une bonne distance de votre écran.
- En cours d'utilisation, faites des pauses de 15 minutes toutes les heures.
- Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.

Arrêtez de jouer immédiatement si vous présentez l'un des symptômes suivants: vertige, nausée ou des sensations similaires à un mal de mer; douleur ou trouble au niveau des yeux, des oreilles, des mains, des bras ou toute autre partie du corps. Si ces conditions persistent, consultez un médecin.

N'utilisez pas votre système lorsque vous conduisez un véhicule, roulez à vélo ou marchez. Ne l'utilisez pas dans un avion ou des bâtiments médicaux où leur usage est interdit. Eteignez l'interrupteur WLAN (réseau sans fil) dans les endroits bondés, par exemple à l'intérieur d'un train. Si une personne située à proximité utilise un stimulateur cardiaque, il est possible que les ondes radio affectent son fonctionnement.

Manipulation de l'UMD®

• Ce disque contient un logiciel destiné au système de loisir PSP® (PlayStation®Portable) Ne l'utilisez jamais sur un autre système car vous risqueriez de l'endommager. • Ce disque est conforme aux spécifications du système PSP® marqué FOR SALE AND USE IN U.S. ONLY (vente et utilisation exclusive USA) • En fonction du système, vous nécessiterez d'un Memory Stick Duo™ ou d'un Memory Stick PRO Duo ™ (vendus séparément). Consultez le manuel de votre système. • Ne laissez pas d'images fixes affichées à l'écran pendant une période prolongée. Cela peut avoir un effet d'image rémanente sur l'écran. • N'exposez pas le disque à des températures élevées, à une humidité excessive ou au rayonnement direct du soleil. • Ne touchez pas l'ouverture à l'arrière du disque (surface enregistrée du disque, voir dessin) avec les doigts. • Ne laissez pas de poussières, sable, corps étrangers ou autres types de saleté sur le disque. • Ne bloquez pas l'ouverture avec du papier ou du scotch et n'écrivez pas sur le disque. • Si l'ouverture se salit, essuyez-la délicatement avec un chiffon doux. • Si le disque est sale, nettoyez les surfaces externes et enregistrées à l'aide d'un chiffon doux. • N'utilisez pas de solvants ou autres produits chimiques, comme par exemple du benzine ou tout produit commercial qui n'est pas destiné à nettoyer un Cd ou un atomiseur antistatique pour nettoyer des disques vinyl; cela risquerait d'endommager le disque. •N'utilisez pas un disque qui est fendu, déformé ou qui a subi des réparations. Le disque pourrait se casser à l'intérieur du système PSP®, ce qui pourrait entraîner des blessures ou un mauvais fonctionnement. • SCE n'est pas responsable si des dégats sont causés par une mauvaise manipulation du disque.



Ejection d'un disque

Appuyez sur le côté droit du disque jusqu'à ce qu'il soit positionné comme le montre le diagramme. Si vous exercez une pression trop forte, vous risquez d'endommager le disque.

Insertion et Rangement d'un disque

Positionnez le disque avec l'étiquette face à vous et appuyez sur le dessus du disque jusqu'à ce qu'il s'enclenche avec un déclic. Si le disque n'est pas inséré correctement, il peut être endommagé. Quand vous ne jouez pas, rangez le disque dans son boîtier et gardez-le hors de la portée des enfants. Si vous laissez le disque hors de son boîtier, vous risquez de le voiler et de l'endommager.

Official Strategy Guide!

DISGAEA 2 Dark Hero Days

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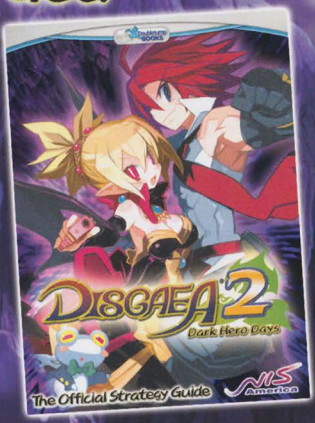

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- Power Leveling
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TEEN — ADOLESCENTS™

Language / Langage
Mild Fantasy Violence / Légère violence fictive
Mild Suggestive Themes / Thèmes légèrement suggestifs

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